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STREETRACINGTM



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PFORDRUS03

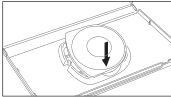
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP®(PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

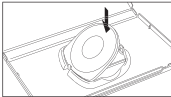
Use and handling precautions

- This disc is PSP®(PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP®system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™or Memory Stick PRO Duo™(both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP®system's wireless network feature to off when using the PSP®system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP®system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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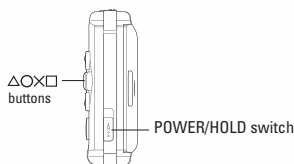
BOLDMOVES

STREET RACING™

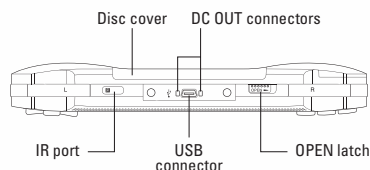
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN button to open the disc cover. Insert the *FORD BOLD MOVES STREET RACING™* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

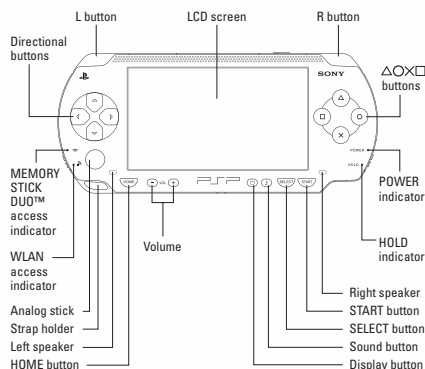
MEMORY STICK DUO™

WARNING! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo or Memory Stick Pro Duo into the memory stick slot of your PSP®. You can load saved game data from the same memory stick or from any memory stick containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data and compete against other players via connection to a wireless local area network (WLAN).

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or router. This information is generally set in the access point or router using a PC.

You can adjust the network settings to allow connection to a wireless local area network (WLAN). *FORD BOLD MOVES STREET RACING™* supports Ad Hoc mode only.

- **AD HOC MODE:** Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

NOTE: You are responsible for Wi-Fi fees.

GAME CONTROLS

Control	In-Game	Menus
analog stick	Steer (←/→)	Menu navigation
directional buttons	Steer (←/→) Switch vehicle (↑) Rear view (↓)	Menu navigation
X button	Accelerate (↑)	Accept
□ button	Brake/Reverse (↓)	Special function
O button	Handbrake	Back
△ button	Change view	Special function
L button	Team Block	Rotate camera (Garage)
R button	Team Boost	Rotate camera (Garage)
START button	Pause game	—
HOME button	Quit game	Quit game

GETTING INTO THE GAME

Welcome to *FORD BOLD MOVES STREET RACING™*! Race 24 of Ford's most aspirational vehicles through the streets of Los Angeles in a team-based driving experience. You command a team of two vehicles, ranging from the classic Boss Mustangs to the brand new Shelby GT500 Concept, with the ability to switch between vehicles in-race and issue team orders while racing — adding elements of team strategy and tactics to the car racing experience.

MENUS

MAIN MENU

QUICK RACE – Compete in a single Solo race. The fastest way to get racing!

CAREER – Take on the challenge of Team and Solo career games to collect the best cars and unlock tracks (*see below*).

ARCADE – Compete in Team and Solo races with your unlocked vehicles and tracks (*see below*).

MULTIPLAYER – Play against your friends with up to three players in Team races and up to six players in Solo races (*see below*).

DRIVER DETAILS – Manage your game options and profile (*see below*).

CAREER MENU

SOLO – Compete in a series of Solo competitions and challenges to earn credits to buy vehicles and unlock new vehicles and tracks.

TEAM – Compete in a series of Team competitions and challenges to earn credits to buy vehicles and unlock new vehicles and tracks.

GARAGE – Sell and repair the vehicles you've bought.

SHOWROOM – Buy and test drive the vehicles you've unlocked.

ARCADE MENU

SOLO – Compete in Solo races with your unlocked vehicles and tracks.

TEAM – Compete in Team races with your unlocked vehicles and tracks.

MULTIPLAYER MENU

CREATE GAME – Create a multiplayer Team or Solo game.

SEARCH FOR GAMES – Search for existing multiplayer games.

DRIVER DETAILS

Game Options

CAMERA – Select the default camera: *CHASE* or *BUMPER*.

SPEED UNITS – Select the Speed indicator (*page 8*) units: *KPH* (kilometers per hour) or *MPH* (miles per hour).

AUTOSAVE – Turn *AUTOSAVE ON* to ensure that your progress and records are saved automatically.

Audio

MUSIC – Adjust the game's music volume.

EFFECTS – Adjust the game's sound effects volume.

Profiles

LOAD – Load a previously saved profile.

SAVE – Save your current profile.

NEW – Create a new profile.

DELETE – Select and delete a saved profile.

Game Summary

Check your progress through the Team and Solo career games and see how many vehicles and tracks you have unlocked.

Credits

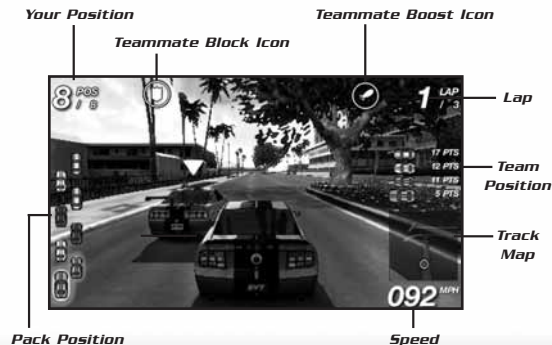
View the game credits.

TEAM RACING

Control a team of two vehicles that must work together to ensure they both finish in the highest position possible. The team with the highest point total wins — not the team that crosses the finish line first.

As leader of your team, you have three special skills available: you can *SWITCH* between team vehicles to take control of them and also issue *BLOCK* and *BOOST* orders to your teammate. It is essential that you use combinations of switching, blocking and boosting to develop your race strategy and racing tactics. As you play through Team Career mode, you will need these skills to beat more powerful teams.

TEAM RACING DISPLAY



Your Position

Shows the current position of the vehicle you are driving, and the total number of vehicles in the race.

Pack Position

Shows the current positions of all vehicles in the race in their team colors. The vehicle at the top is leading the pack. Your team vehicles are highlighted with a blue glow; the vehicle you are driving is the larger of these two.

Teammate Block & Boost Icons

The Block and Boost icons show whether your teammate is available to follow a team order or is currently performing a team maneuver.

Block



- Teammate is not available to block, probably because this driver is not close enough to any opponent vehicle to perform this maneuver.



- Teammate is available to block. Press the L button to order this driver to block.



- Teammate is currently blocking. (Press the L button to cancel the order.)

Boost



- Teammate is not available to boost, probably because this driver is not close enough to you to perform this maneuver.



- Teammate is available to boost. Press the R button to order this driver to boost.



- Teammate is currently boosting. (Press the R button to cancel the order.)

Lap

Shows the current lap of the vehicle you are driving, and the total number of laps in the race.

Team Position

Shows the current positions of all teams in the race in their team colors. The team at the top is leading the race. Your team is indicated by the larger vehicle icon. The team position is determined by the total number of points each team has based on the current position of each vehicle in the team. At the end of the race, finishing points are awarded to each team.

Track Map

Shows the layout of the track ahead. Dots indicate the positions of all vehicles in the race: your team vehicles are displayed as red dots and opponent vehicles as yellow dots. A checkered marker indicates the start/finish line. **Use the Rear View camera to see a reverse view of the track and all vehicles behind you.**

Speed

Shows the current speed of the vehicle you're driving, in *KPH* or *MPH* depending on your *Speed Units* setting (page 5).

SWITCHING VEHICLES

Switching vehicles enables you to:

- take control of either team vehicle and advance its position in the pack;
- get into the best position from which to issue team orders; and
- develop a greater awareness of the race situation.

At any time while racing, you can switch control between vehicles by pressing the directional buttons . When you switch vehicles, the action pauses while you transfer to the new vehicle. **(In multiplayer Team races, the action does not pause while you switch vehicles.)** You take control of the new vehicle as soon as the action returns to normal speed.

- Try to keep your team together because you'll race more effectively as a team.

TEAM ORDERS

As the leader of your team, you can issue *Block* orders to slow down opposing team vehicles or *Boost* orders to advance your vehicles up the racing pack.



- Indicates your teammate by appearing above your other vehicle.

Blocking

Blocking orders your teammate to maneuver in front of opponent vehicles to slow them down so your trailing vehicles can catch up. A successful block results in the targeted vehicles braking heavily and weaving across the track as they regain control. Vehicles performing a blocking maneuver emanate a red glow from the rear.

Press the L button to issue a *Block* order. Your teammate can only block when in range of an opponent vehicle or close to your vehicle (see *Block Icons* on page 7).



- Appears above your other vehicle when your teammate is blocking.

When your teammate is close to your vehicle, you can perform a Double Block. This maneuver is more effective than a Single Block because your teammate sticks to your side to fill the width of the road.

Press the L button to cancel the Block order.

NOTE: Opposing teams will perform Block maneuvers against your team. If your vehicle is being blocked, the display will start to turn red. If you don't take action to avoid being blocked, the entire display will go red and your vehicle will momentarily lose power and control. To avoid being blocked, either overtake the blocking vehicles, drop back or move to the side.

TIPS: Try a Team Defend challenge to improve your double-blocking skills. Use the Track Map to help yourself time when to issue Block orders to team members off-screen.

Boosting

Boosting orders your teammate to perform a power-boost maneuver with you. The trailing vehicle gets a power-boost that enables its driver to overtake the other teammate. The overtaken vehicle in its turn then gets a power-boost so it can overtake the first vehicle. The vehicle whose turn it is to boost is indicated by a slipstream effect emanating from the vehicle's rear.

Press the R button to issue a *Boost* order. Your teammate can only boost if the two team vehicles are within range of each other (see *Boost Icons* on page 7).



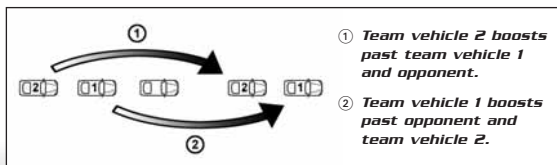
- Appears above your other vehicle when your teammate is boosting.

A successful boost results in your team gaining ground. For more effective boosting, keep your vehicles together and perform chained boosts: as soon as one boost finishes, start another.

Press the R button to cancel the Boost order.

NOTE: Opposing teams will attempt to boost to gain ground. Block them to break their boost.

TIPS: Try a Team Attack challenge to improve your boosting skills. Move closer to your teammate to achieve a more powerful boost. Take care where you issue Boost orders; avoid boosting on tight corners and narrow sections of track.



TEAM RACE TYPES

Eleven race types are available for Team Racing.

TEAM RACE



Each team vehicle is awarded points based on its race finish position. Teams can block and boost to gain an advantage over other teams in the race. Race results are ranked by the total number of points each team scores. Points are awarded as follows:

Position	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	10	8	7	6	5	4	3	2

TEAM ELIMINATION



Team race in which the last two vehicles at the completion of each lap are eliminated and removed from the track. The race ends when your team is the only one left on the track or both your vehicles have been eliminated. Each team vehicle is awarded points based on its race finish position. Race results are ranked by the total number of points each team scores. If your teammate is eliminated, you won't be able to use your team maneuvers! Points are awarded as follows:

Position	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	12	6	5	4	3	2	1	0

TEAM DROP



Team race in which the team with a vehicle in last place at the completion of each lap is eliminated. The race ends when your team is the only one left on the track, or your team is dropped. Each team vehicle is awarded points based on its race finish position. Race results are ranked by the total number of points each team has scored. Points are awarded as follows:

Position	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	6	6	4	4	2	2	0	0

TEAM ONE-TWO



Team race, but your cars have to finish in 1st and 2nd place to win! Boost to get your team to the front of the pack, then block to defend your lead!

TEAM TIME ATTACK



Team race in which you speed to complete a lap faster than the target time. The lap timer starts when your first vehicle crosses the start line; it stops when your last vehicle completes the lap. Combine boosting and switching to improve your lap time.

TEAM DEFEND



Prevent a series of opposing teams from overtaking you by using team block. Points are awarded for each vehicle your team successfully blocks. Win the challenge by reaching the target number of points before the last opponent passes you. Timing your blocks effectively is the key to winning this challenge.

TEAM OVERTAKE



Your team has to overtake a set number of opposing vehicles within the time limit. An opponent is only counted as overtaken when both drivers on your team have passed that vehicle. Combine switching and boosting to improve your chances of winning this challenge!

TEAM PURSUIT



Your team has to chase and overtake a series of three opponents, which are given a head-start, within a time limit. An opponent is overtaken when your lead vehicle passes it. Boost with your teammate to catch faster opponents. Bonus time is awarded for each vehicle overtaken. Catch all three opponents to win the challenge.

TEAM SPIRIT



Team race in which one of your team's vehicles is slower than all the others in the race. The race is scored as normal, but your team has to finish in overall 1st place to win the challenge. Use all your team maneuvers to overcome the disadvantage of the weaker car in your team.

TEAM OVERLOAD



Full-on team race against three opposing teams. The race is scored as normal, but your team has to finish in 1st place overall to win the challenge. Use all your team maneuvers to work your way through the racing pack!

LONE WOLF



Race a single car against opposing teams — that will be using team tactics against you! To offset their advantage, you will be in a faster vehicle, but you have to finish in 1st place to win the challenge! Avoid being blocked by opponents and time your overtaking carefully.

SOLO RACING

In Solo Racing events you drive one vehicle. With no Team Racing strategy, you can concentrate on improving your driving skills.

SOLO RACING DISPLAY



Your Position

Shows the current position of your vehicle, and the total number of vehicles in the race.

Pack Position

Shows the current positions of all vehicles in the race. The vehicle at the top is leading the pack. Your vehicle is highlighted with a blue glow and is larger than your opponents' vehicles.

Lap

Shows your current lap and the total number of laps in the race.

Lap Timers

Show your current and best lap times.

Track Map

Shows the layout of the track ahead. Dots indicate the positions of all vehicles in the race: your vehicle is a red dot; opponent vehicles are yellow dots. A checkered marker indicates the start/finish line.

Use the Rear View camera to see a reverse view of the track and all vehicles behind you.

Speed

Shows your current speed, in KPH or MPH depending on your Speed Units setting (page 5).

SOLO RACE TYPES

Six race types are available for Solo Racing.

SOLO RACE



The first vehicle to cross the finish line wins the race!

In competition races, points are awarded based on each vehicle's finishing position, as follows:

Position	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	10	8	7	6	5	4	3	2

SOLO ELIMINATION



Solo race in which the last two vehicles at the end of each lap are eliminated. The race ends when you are the only vehicle left on the track, or your vehicle has been eliminated. In competition races, points are awarded based on each vehicle's finishing position, as follows:

Position	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	10	6	5	4	3	2	1	0

SOLO TIME ATTACK



Race against the clock. Beat a target lap time within a given number of laps.

SOLO OVERTAKE



Overtake the target number of opposing vehicles within the time limit to win the challenge. Bonus time is awarded for overtaking three vehicles in a row without colliding with them.

SOLO DUEL



Race head-to-head against a series of three opponents — beat them all to win the challenge. Each opponent is given a head-start and you must beat the vehicle to the finish line in a single lap. When you beat one opponent, the next one appears ahead of you.

SOLO SPEED ATTACK



Pass three checkpoints around the track while going faster than a target speed to win this challenge. Each checkpoint must be passed once within the time limit. Bonus time is awarded for beating the target speed at each checkpoint.

CAREER

Both Team and Solo career games are played in the same way.

EVENTS

Career games are composed of a series of events, each including a competition and two challenges. You complete an event when you finish in 1st place in the competition and successfully accomplish both challenges. To complete the career game, you must complete every event.

The career map shows all the events as circles, with the selected event as the largest circle. The colors of the event circles indicate event status:

- **WHITE:** Locked
- **BLUE:** Unlocked
- **RED:** In progress
- **GREEN:** Completed

COMPETITIONS

Roads connecting the events indicate different ways you can progress across the career map, and there is no set order of progression. Events become more challenging toward the right side of the map, so you should buy faster vehicles in order to be competitive in these events.

Competitions offer a series of races that allow you to earn credits and unlock new events. Competitions have entry requirements: you need specific vehicles to enter each competition.

You can repeat competitions in order to earn more credits, but you can only be entered in one competition at a time. If you start a new competition while another one is underway, your progress in the first competition will be lost.

CHALLENGES

Successfully complete challenges to unlock vehicles and tracks.

SHOWROOM

Any vehicle you unlock in either Team or Solo career games becomes available to purchase from the showroom. You can purchase the same vehicle more than once.

You can test drive any unlocked vehicle on the special test track, which records the fastest lap times (for each vehicle category) so you can compare vehicles.

GARAGE

Any vehicle you purchase from the showroom is stored in your garage and is available to race in either Team or Solo career games. You can sell and repair your vehicles in the garage. Repairing damaged vehicles restores their performance.

MULTIPLAYER

Play against your friends with up to three players in Team Racing and up to six players in Solo Racing.

NOTE: The WLAN switch must be *ON* for multiplayer functionality.

WLAN
Switch



Create Game

Create a Team or Solo multiplayer game. From the Lobby, press the $\square$ button to change your vehicle(s), or press the $\triangle$ button to change the race settings. Press the $\times$ button to indicate that you are ready to race. The race starts when all players are ready.

RACE SETTINGS

- **DIFFICULTY:** Set the difficulty level of your AI opponents (non-player controlled vehicles).
- **AI OPPONENTS:** Switch AI opponents *ON/OFF*.
- **TRACK:** Select an unlocked track to race on.

Search for Games

Search for games to join and select a game from the Game List. After you join the game, press the $\times$ button from the Lobby to change your vehicle(s) and press the $\times$ button to indicate that you are ready to race. The race starts when all players are ready.

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RMA# (state your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

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